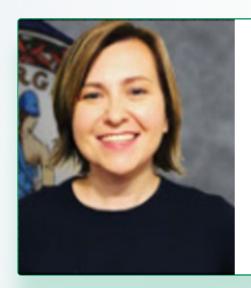
Train the Trainer Curriculum Strategy Walkthrough Session

Housekeeping Items

- This session is being recorded. It will be distributed after the meeting as soon as it is available.
- Please hold your questions until the end of the presentations.
- Chat box is for comments.
- Q/A box is for questions.



About the Presenter



SARA LEWIS

Training Lead, DGS Richmond, Virginia



JAIME WOLTZ

Senior Consultant, CGI Richmond, Virginia



AMANI ROBINSON

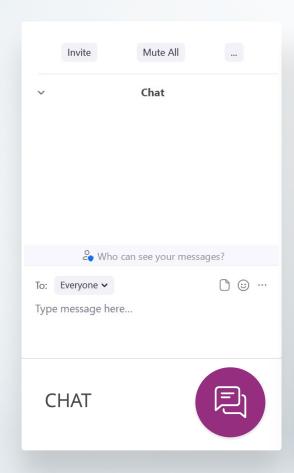
Senior Consultant, CGI Silver Spring, Maryland

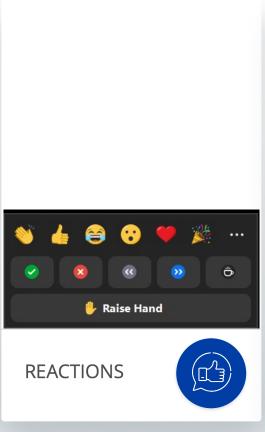


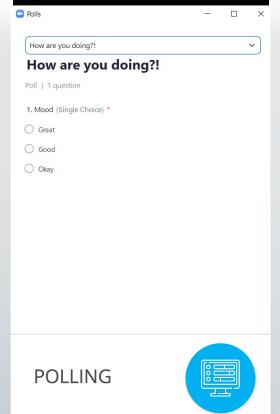
KALI MAGINITY

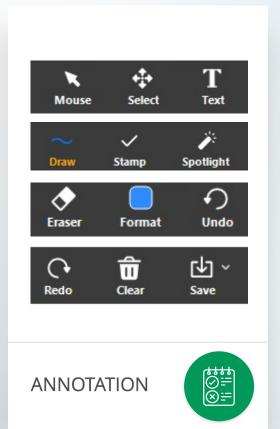
Sr. Learning Experience Architect, Infopro Learning Chicago, IL

Zoom Reminders

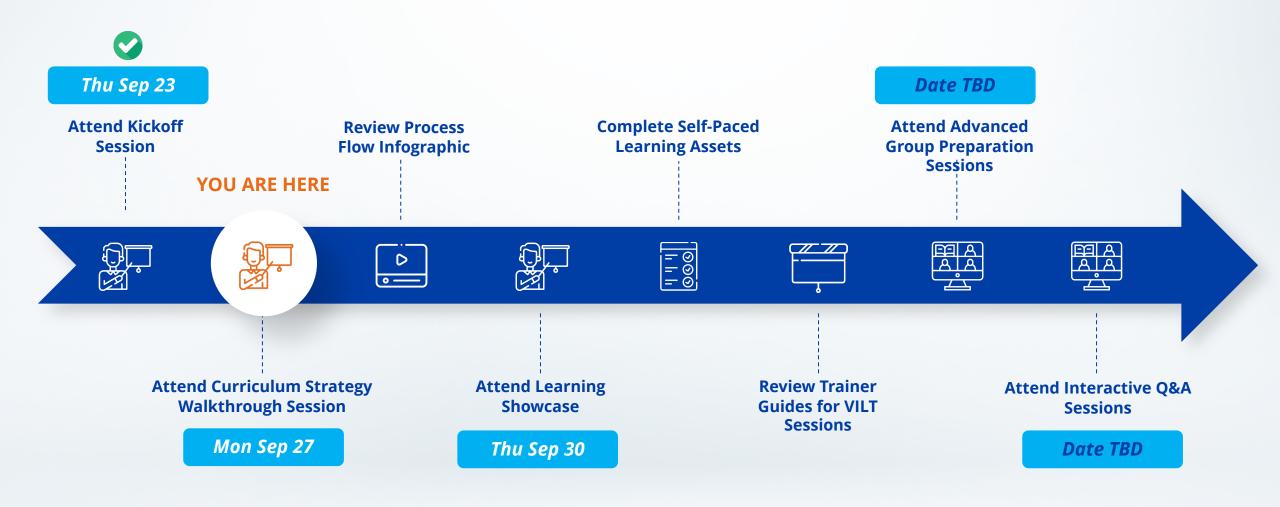








Train the Trainer Rollout Plan

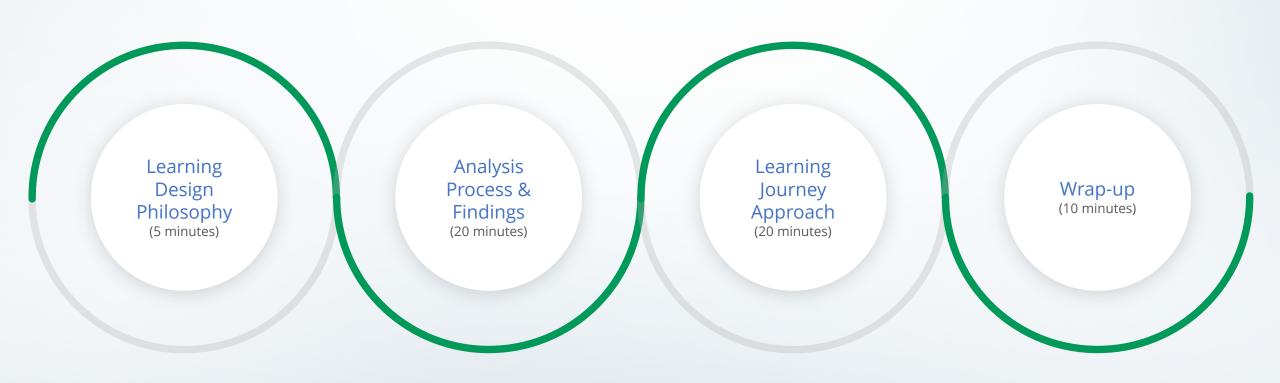


WHAT WERE YOUR TAKEAWAYS FROM THE KICKOFF SESSION?

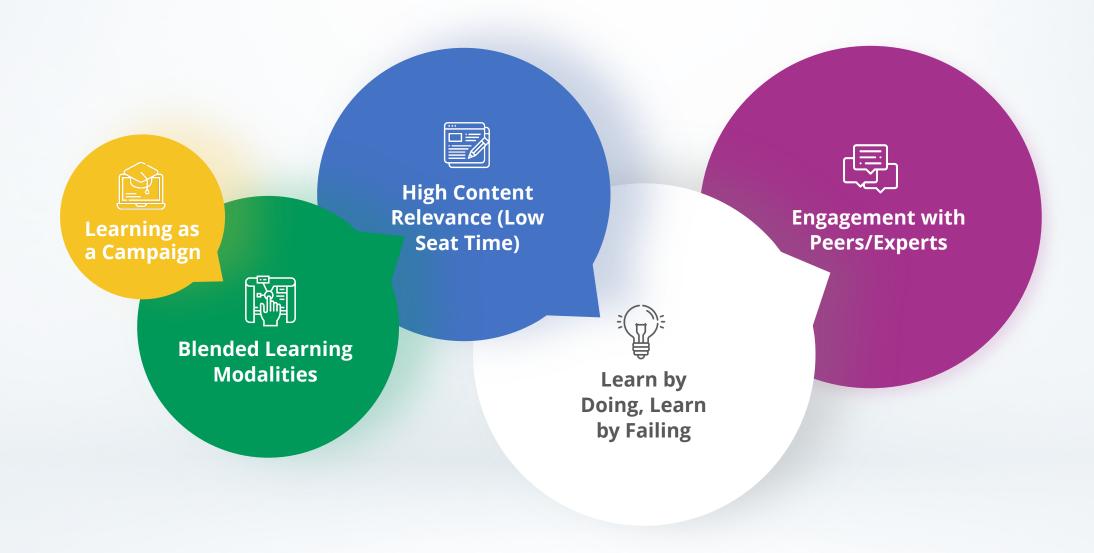
(Write it in the chat!)



Session Agenda



Learning Design Philosophy



Learning As A Journey



Awareness

AWARENSS +

PREPARATION

Webinars

Overview

Videos

eVA Transition



Knowledge



Skills + Application



Assessment



Support



Reference

Post Go-Live

Pre Go-Live

Demo Videos

KNOWLEDGE

Infographics

INTERACTIVE TRAINING

- **eLearning**
- Guided **Practice**
- Virtual Instructor-Led **Training**

CHECK OF UNDERSTANDING

- **Assessments**
- Surveys and Feedback

SUPPORT + TROUBLESHOOTING

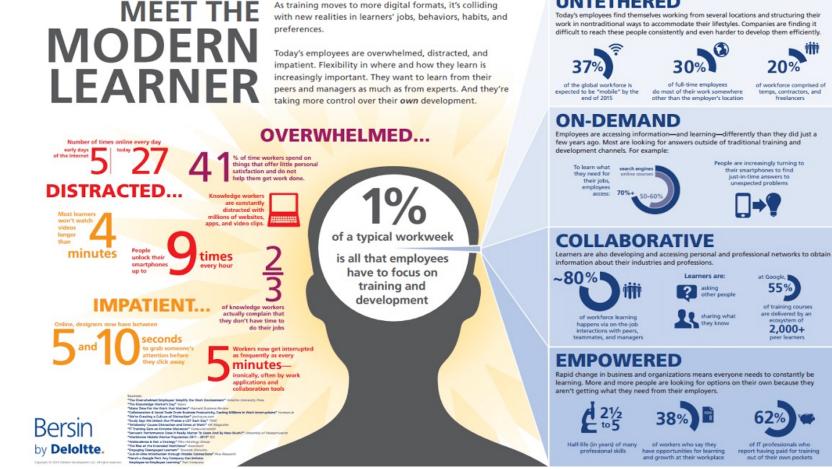
- **Customer Care Team**
- **Expanded User** Support by **Appointment**

REMINDERS + SUSTAINMENT

Quick Reference **Guides (PDFs)**

Embrace Change, Recognize Relevance/Value, Build Confidence, Engage & Succeed

What Learners Need



As training moves to more digital formats, it's colliding

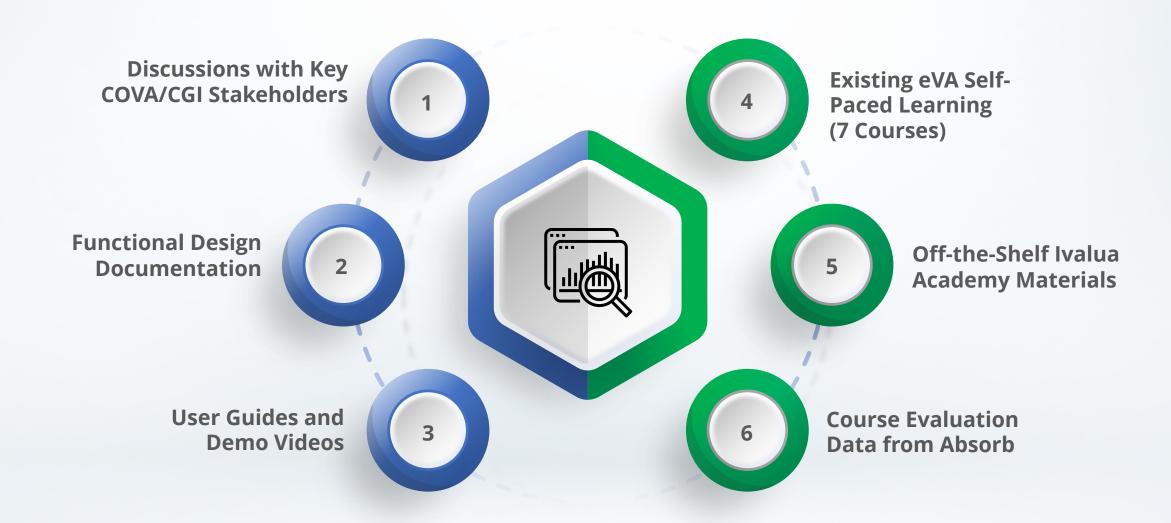
UNTETHERED

Learners are changing – at a faster rate now than ever before.

Learners need...

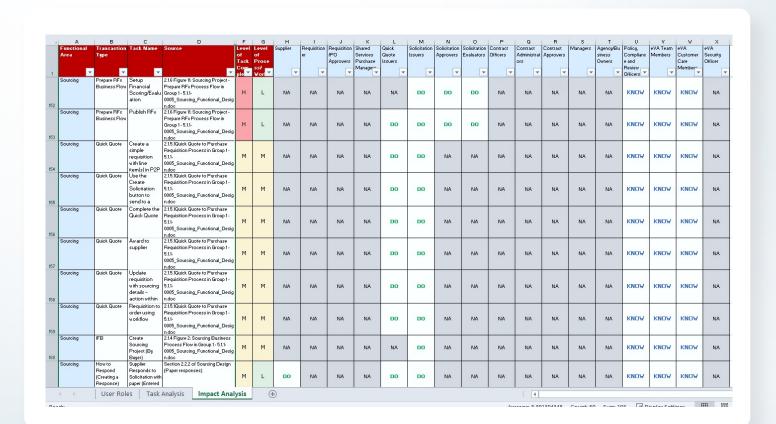
- Streamlined curriculum to prioritize critical information and reduce cognitive overload
- Realistic practice opportunities that build on fundamentals and provide targeted feedback
- On-demand performance support tools applicable to the point of need

Primary Analysis Inputs



Content Mapping and Task Analysis (Heat Map)

- Listed all existing content that is considered relevant for the in-scope roles.
- 2. Added granular level details up to the task level.
- 3. Analyzed the topics to identify type of content (KNOW vs. DO).
- Conducted SME interviews to create personas and identify the training needs for each role.
- SMEs helped with the creation of heat map where the relevance of each topic/task to each role identified (H/M/L).
- Grouped all the content identified as relevant to eliminate repetitions and redundancies.
- 7. Created level-based bite-sized learning units to plug and play in different journeys and avoid cognitive overload.



Analysis of Current Training

What Learner Data Said

Across assets, the lowest average rating was 4 out of 5 stars



What It Tells Us

Learners find the topics relevant and structure helpful

Classroom assets earned higher ratings than eLearning



Learners want the opportunity to ask questions ("human element")

The Final eMall Sandbox was rated highest among eLearning



Learners value hands-on practice opportunities

The Introduction was rated lowest among eLearning



Learners want to dive in quickly, without overhead

"Generated Enthusiasm" was the lowest ranked question, globally



Learners need to recognize the value in what they are learning

Participation (completion) is lower for classroom - no incentive



Learners are unlikely to complete non-required materials

Overall, survey participation is low

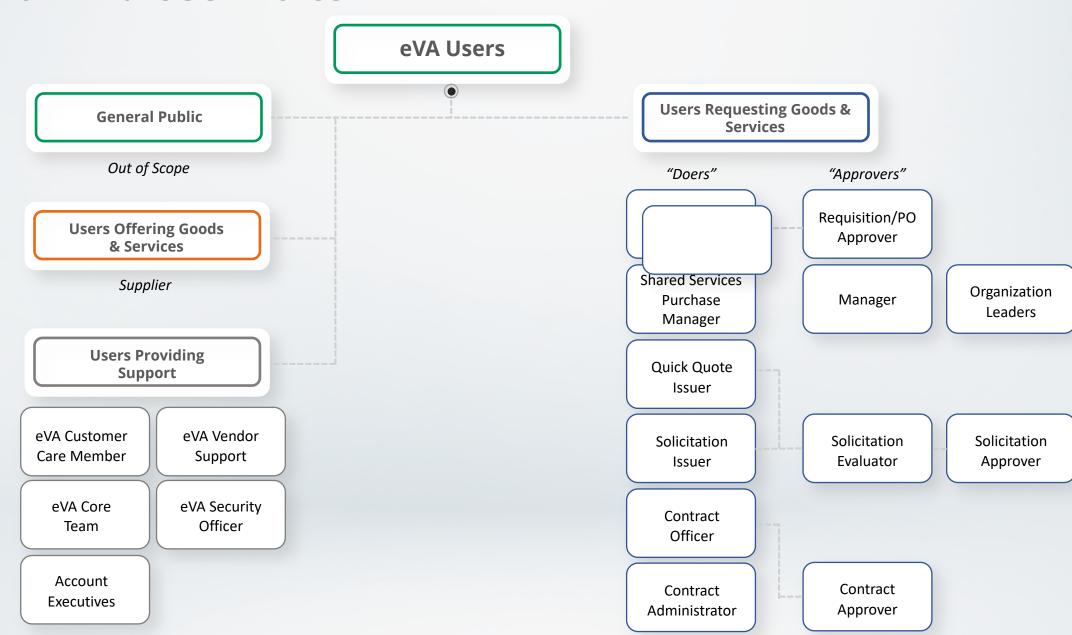


Learners are unlikely to provide feedback at the end of the course

Curriculum Modernization Opportunities

Opportunities Identified	Recommendations
Materials were centered on current/existing system	Update content to align to the new system design , especially in areas with the most substantial changes to features/navigation
Broad training materials were available by topic area	Curate role-specific learning journeys based on the unique needs of the most common end user roles, framing content through a role-relevant lens
Average of 18.5 hours to complete	Reduce the average time to complete training by streamlining according to role-based needs, and filtering out less critical (or "less practice worthy") information into job aids – as opposed to time-intensive simulations
Standard flow of interaction types by lesson	Engage learners through a variety of modalities best suited to the content areas – such as videos, eLearning, simulations, serious games, VILTs, quick guides, and more

Overall End User Roles



Total eVA Program































P2P for Suppliers

Practice

Practice

P2P Requisitions I:

P2P Requisitions I:



P2P Orders I



P2P Orders I: Practice



P2P Orders II



P2P Orders II:



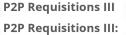
Practice



P2P Orders III



P2P Orders III: Practice



P2P Requisitions III: P2P Orders: Key Practice Points



P2P Requisitions: Key Points P2P Requisitions

Group Session



P2P Orders Group Session



P2P Assessment



Getting Started

Supplier Management

Sourcing

Sourcing: Key Points

Contract

Catalog

P₂P







Pcard Management

Welcome to eVA

High-Level Process Flow











Prepare an RFx

Creating Quick

Sourcing Practice

Ouotes





Solicitation Evaluations



Solicitation **Evaluation Practice**



Sourcing Group Session



Sourcing Assessment









Managing and













Catalog Group Session (Suppliers)







Catalog Assessment (Suppliers)



Catalog Maintenance





























Types of Learning Assets













Next Step: Attend Learning Showcase

